DARKLIGHT

Spectral Undead Bathed in Radiance

Habitat: Planar (Plane of Radiance); **Treasure:** None

When a mortal dies, their spirit moves on to one of the outer planes, most often the one tied to the creature's spirit through their devotion or deeds. In the event of an extremely traumatic death or some other interfering circumstance, a mortal's spirit may find itself drawn into the voracious maw of the Negative Energy Plane, where it is then twisted into undeath, becoming a wraith, ghost, spectre, or some other type of incorporeal undead. However, no plane of existence is truly sealed off entirely. Occasional leaks happen, where one plane spills into another along with many of the plane's native creatures. Typically, when this happens, the spirits of those trapped in the Negative Energy Plane will try their best to escape before inevitably being drawn back into the darkness, unless the leak happens to connect with the Quasi-Elemental Plane of Radiance. When such a leak occurs, any spirits that make it through the barrier have their ties with the Negative Energy Plane

nullified by radiant energy, and are able to stay. Such creatures become what is known as a darklight.

A darklight appears as a winged humanoid shape with bright shining eyes of ever-changing colour, its whole form surrounded by a nimbus of light. They cast spells through their scintillating eyes, using their gaze to radiate fantastic arrays of colour. While these displays can be beautiful, they are also extremely dangerous, and potentially destructive.

Darklights are solitary beings for the most part, rarely interacting with others of their own kind, and practically never engaging with other creatures aside from their prey when it is time to feed on the life essence of a living entity. The only exception to this rule is the scile, swarms of tiny creatures made from light that are native to the Plane of Radiance who feed on colour. Darklights who form a relationship with a colony of scile are often cloaked in the creatures as they feed on the never-ending stream of colour that leaks from a darklight's body.

Darklight

Medium Undead, Neutral Evil

AC 14 **Initiative** +3 (13)
Hit Points 85 (9d8 + 45)
Speed 5 ft., Fly 60 ft. (hover)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 7	-2	-2	**DEX** 16	+3	+3	**CON** 20	+5	+5
INT 14	+2	+2	**WIS** 15	+2	+2	**CHA** 16	+3	+6

Immunities Cold, Fire, Necrotic, Poison, Radiant; Charmed, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Resistances Acid, Bludgeoning, Piercing, Slashing
Senses Darkvision 60 ft. (can see through magical darkness), Passive Perception 12
Languages Common plus two other languages
CR 6 (XP 2,300; PB +3)

Traits

Banishment Immunity. The darklight is immune to any spell or magical effect that would transport it to another plane of existence.

Incorporeal Movement. The darklight can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

Actions

Multiattack. The darklight makes one attack with its Claws and uses Life Drain or Spellcasting

Claws. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage plus 5 (1d10) Necrotic damage plus 5 (2d4) Radiant damage.

Life Drain. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 25 (4d10 + 3) Necrotic damage. If the target is a creature, its Hit Point maximum decreases by an amount equal to the damage taken and the darklight gains Temporary Hit Points equal to half the damage dealt.

Spellcasting. The darklight's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- *At Will*: *Dancing Lights*
- 3/Day each: *Color Spray*
- 1/Day each: *Invisibility* (self only), *Prismatic Spray, Prismatic Wall*

Bonus Actions

Scintillating Gaze (Recharge 5-6). *Constitution Saving Throw:* DC 14, one creature that can see the darklight. Failure: The target has Blinded condition until the end of the darklight's next turn. *Failure by 5 or more:* The target permanently gains the Blinded condition.

Created by: ***JOSIAH "DUNGEON DAD" AMBROSE***

Art by: ***TAM***

Editing: ***Faye Morel***

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